REMARKS

Following telephonic interviews between Applicant's representatives and Examiner Motilewa Good-Johnson and Primary Examiner Jeffery Brier, and as suggested by Examiner Motilewa Good-Johnson, Applicant respectfully submits this Preliminary Amendment together with an attached form for a Request for Continued Examination (RCE) under 37 C.F.R. § 1.114.

Applicant respectfully requests entry of this Preliminary Amendment prior to examination on the merits of the application. No new matter has been introduced.

Amendments

Attached hereto is a marked-up version of the changes made to the claims by the current amendment. The attachment is titled "**VERSION WITH MARKINGS TO SHOW CHANGES MADE.**"

CONCLUSION

In view of the above remarks, Applicant believes that the present application is in condition for allowance and such action is respectfully requested.

Respectfully submitted,

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VERSION WITH MARKINGS TO SHOW CHANGES MADE

1. A method of displaying a character, the method comprising:

determining a representation of a character in a bit map having a number of bits greater than a number of pixels in a region of a display in which the character is to be displayed wherein

various bits in a respective portion of the bit map correspond to a pixel; and

among the various bits that correspond to the pixel, different bits correspond to different locations on the character;

based on a [relative number] percentage of bits that are on in respective portions of the bit map, determining luminances for corresponding pixels; and

displaying the character in the region having the particular number of pixels, the pixels being displayed with the determined luminances.

16. A system for displaying a character, the character to be displayed within a region of a display having a particular number of pixels, the system comprising:

logic that renders a bit map corresponding to a vector representation of the character;

logic that causes the logic that renders to render a bit map having a number of bits, the number of bits greater than the particular number of pixels, wherein

various bits in a respective portion of the bit map correspond to a pixel; and

among the various bits that correspond to the pixel, different bits correspond to different locations on the character;

logic that, based on a [relative number] percentage of bits that are on in respective portions of the bit map, determines luminances for corresponding pixels; and

logic that causes the character to be displayed in the region having the particular number of pixels, the pixels having the determined luminances.

30. A method for displaying a shape, the shape to be displayed a particular size on a display, the method comprising:

requesting a bit map rendering of the shape in which the shape has a size larger than the particular size, wherein

various bits in a respective portion of the bit map correspond to a pixel; and

among the various bits that correspond to the pixel, different bits correspond to different locations on the character;

based on a [relative number] percentage of bits that are on in respective portions of the bit map, determining luminances for the corresponding pixels of a rendering of the shape on the display having the particular size; and

displaying the shape on the display in the particular size with the pixels the determined luminances.

39. A television system comprising:

electronics for displaying images on a display in response to a television signal; and

logic for displaying a character, the character to be displayed within a region of the display having a particular number of pixels, the logic comprising:

logic that renders a bit map corresponding to a vector representation of the character;

logic that causes the logic that renders to render a bit map having a number of bits, the number of bits greater than the particular number of pixels, wherein

various bits in a respective portion of the bit map correspond to a pixel; and

among the various bits that correspond to the pixel, different bits correspond to different locations on the character;

logic that, based on a [relative number] percentage of bits that are on in respective portions of the bit map, determines luminances for corresponding pixels; and

logic that causes the character to be displayed in the region having the particular number of pixels, the pixels being displayed on the display in response to the determined luminances.

50. A computer program product for displaying a character, the character to be displayed within a region of a display having a particular number of pixels, the computer program product comprising:

a computer usable medium having computer readable program code means embodied in the medium, the computer readable program code means having:

computer readable program code means for rendering a bit map corresponding to a vector representation of the character;

computer readable program code means for causing the logic that renders to render a bit map having a number of bits, the number of bits greater than the particular number of pixels, wherein

various bits in a respective portion of the bit map correspond to a pixel; and

among the various bits that correspond to the pixel, different bits correspond to different locations on the character;

computer readable program code means for, based on a [relative number] percentage of bits that are on in respective portions of the bit map, determining luminances for corresponding pixels; and

computer readable program code means for causing the character to be displayed in the region having the particular number of pixels, the pixels having the determined luminances.

56. A system for displaying a character, the character to be displayed within a region of a display having a particular number of pixels, the system comprising:

logic that renders a bit map corresponding to a vector representation of the character;

logic that causes the logic that renders to render a bit map having a number of bits, the number of bits greater than the particular number of pixels, wherein

various bits in a respective portion of the bit map correspond to a pixel; and

among the various bits that correspond to the pixel, different bits correspond to different locations on the character;

logic that, based on a [relative number] percentage of bits that are on in respective portions of the bit map, determines an attribute for corresponding pixels; and

logic that causes the character to be displayed in the region having the particular number of pixels, the pixels being displayed on the display having the determined attributes.